

## CLAIMS:

- 1) A method of replaying a media stream (30) from a previous location ( $L_N - L_1$ ) in the media stream (30), the method comprising replaying the media stream (140, 140a) from a selected one of a number of previously identified content changes (120, 120a) in the media stream (30), the content changes comprising prior speech breaks in the media stream (30).
- 2) The method of Claim 1, wherein the media stream (30) is a video stream (30) and the previously identified content changes (120, 120a) further comprise at least one of shot cuts and changes of motion.
- 3) The method of Claim 1, wherein the prior speech breaks comprise commencement of speech after a relative period of silence in the media stream (30).
- 4) The method of Claim 1, further comprising receiving a control command (130, 130a) used to select the one previous content change in the media stream (30) from which to replay (140, 140a).
- 5) The method of Claim 4, wherein the control command (130, 130a) comprises a number  $m$  of input signals, the  $m$  input signals used to select the  $m$ th previous content change in the media stream from which to commence replay (140, 140a).
- 6) The method of Claim 4, wherein the control command (130, 130a) used to select the one content change from which to replay (140, 140a) is processed based on prior control commands received.
- 7) The method of Claim 4, wherein the control command received (130, 130a) is generated by at least one of a manual input, a voice input and a gesture recognition.
- 8) The method of Claim 1, further comprising identifying and storing the locations of the prior content changes in real time (120) while the media stream (30)

is playing, the replaying of the media stream from the selected prior content change (140) utilizing the stored location corresponding to the selected content change.

9) The method of Claim 1, further comprising identifying the locations of prior content changes in the media stream from data included in the media stream (120a), the replaying of the media stream from the selected prior content change (140a) utilizing the location of the selected content change included in the media stream (30).

10) The method of Claim 1, further comprising generating the media stream (100) from at least one of a magnetic tape, an optical disc, a server and a hard drive.

11) The method of Claim 1, further comprising receiving the media stream (100) from an external source.

12) The method of Claim 11, further comprising recording the received media stream and replaying from the recorded media stream.

13) The method of Claim 1, wherein the replaying of the media stream (140, 140a) from a selected one of a number of previously identified content changes (120, 120a) in the media stream (30) is a function of the type of content change.

14) A method of replaying a digital media stream (30) from a location in the media stream prior to the current play position T of the media stream (30), the method comprising the steps of:

- a) detecting content change locations ( $L_N - L_1$ ) in real-time as the media stream plays (120);
- b) storing at least a number of the closest change locations detected prior to play position T (120);
- c) receiving one or more input signals comprising a number m (130);
- d) retrieving from memory the mth closest change location prior to position T in the media stream; and

e) replaying the media stream from the  $m$ th closest change location to  $T$  in the media stream (140).

15) The method of Claim 14, wherein the media stream (30) is at least one of an audio stream and a video stream.

16) The method of Claim 15, wherein the change locations are comprised of speech break locations in the media stream.

17) The method of Claim 16, wherein the media stream (30) is a video stream and the change locations are further comprised of at least one of shot cut locations and change of motion locations.

18) A system (10) that replays a media stream (30) from a previous location ( $L_N - L_1$ ) in the media stream (30), the system (10) having a processor (50) and a memory, the processor (50) receiving one or more input signals selecting one of a number of previously identified content changes in the media stream (30), the processor (50) further retrieving from memory a location ( $L_N - L_1$ ) corresponding to the selected content change and activating replay of the media stream (30) from the selected change location ( $L_N - L_1$ ), wherein the content changes identified comprise prior speech breaks in the media stream (30).

19) The system (10) as in Claim 18, wherein the processor (50) further identifies the content changes in the media stream (30) and stores their locations ( $L_N - L_1$ ) as the media stream (30) plays.

20) The system (10) as in Claim 18, wherein the system (10) further generates the media stream (30).

21) The system (10) as in Claim 18, wherein the system (10) further receives the media stream (30) and records the media stream (30).

22) The system (10) as in Claim 18, wherein the system (10) is comprised of a single device (20) that houses the processor (50) and memory, receives the input signals, and activates the replay.

23) The system (10) as in Claim 22, wherein the device (20) is one of a VCR, a CD player, a DVD player, and a PC.

24) A computer program product embodied in a computer-readable medium to replay a media stream (30) from a selected prior location ( $L_N - L_1$ ) in the media stream (30), the computer program product comprising:

- a) computer readable program code that detects content changes in real-time as the media stream plays (120);
- b) computer readable program code that stores in a memory at least a number of the locations ( $L_N - L_1$ ) of the closest content changes in the media stream detected prior to play position T (120);
- c) computer readable program code that receives one or more input signals comprising a number m (130);
- d) computer readable program code that retrieves from memory the mth closest change location prior to position T in the media stream; and
- e) computer readable program code that generates an output signal to replay the media stream from the mth closest change location prior to T (140).